PlayStation ®

NTSC U/C

PlayStation ®

EVERYONE
E
CONTENT RATED BY
ESRB

SLUS-94421
94421

ENIX ®

SONY
COMPUTER ENTERTAINMENT ®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

STAR OCEAN The Second Story™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

$0.95/min. auto hints, $1.40/min. live, $6.95-$16.95 for tips by mail*, $5.00-$20.00 for card recharge
(*Subject to availability)

Within Canada: **1-900-451-5757**

$1.50/min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7days a week.
Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical supoprt, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM Pacific Standard Time.

PlayStation Online **www.playstation.com**

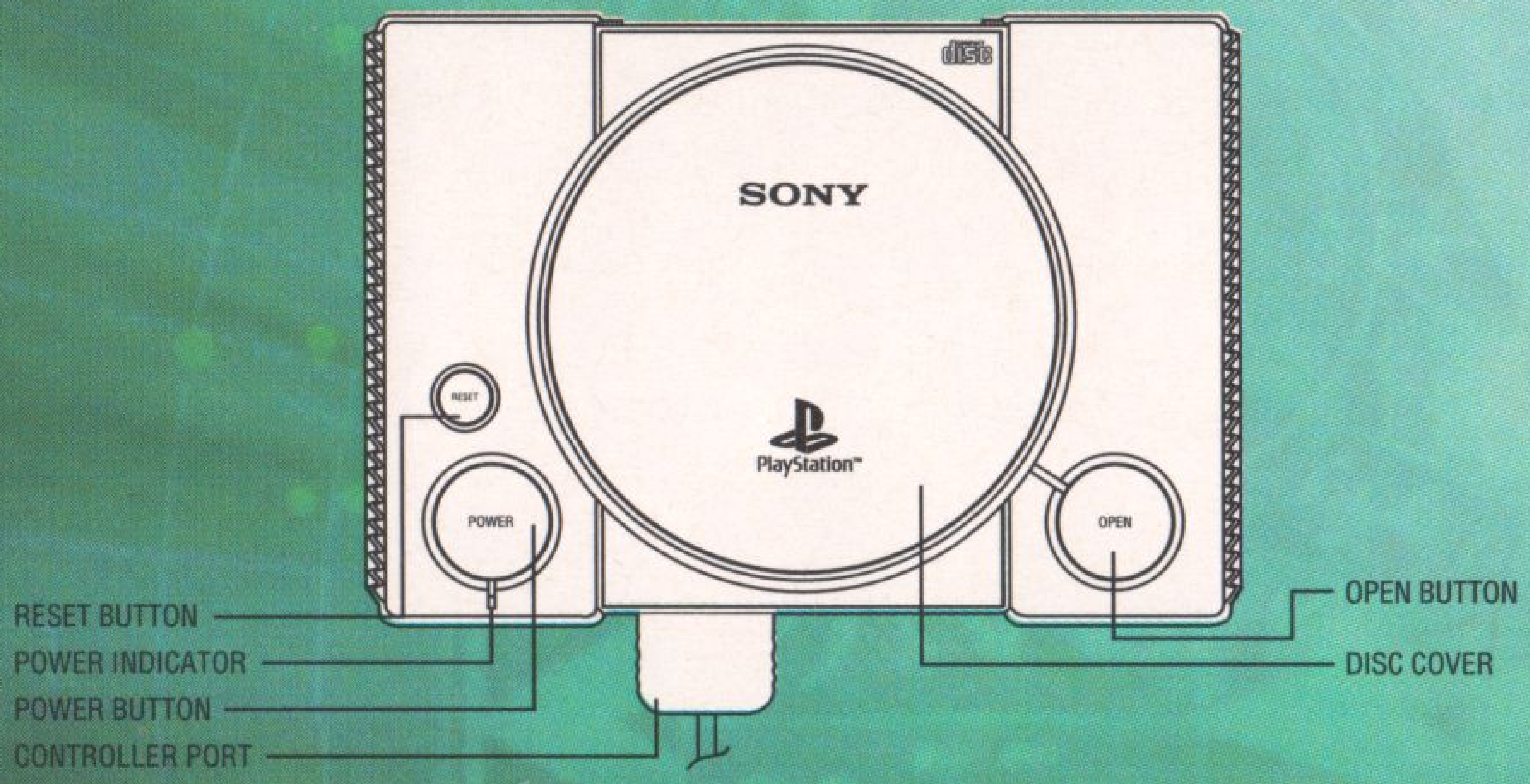
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

Starting the Game

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the STAR OCEAN The Second Story™ Disc 1 and close the Disc Cover. Insert a game controller and turn ON the PlayStation game console. After the opening movie is completed, the Title Screen will be displayed. (You can interrupt the opening movie at any time by pressing any control button.)

Changing Discs

At certain times during the game, a screen will appear instructing you to insert the other STAR OCEAN The Second Story disc. Without turning OFF the console, open the Disc Cover and insert the disc designated on screen. Close the Disc Cover, and you may continue your journey.



Starting the Game cont'd

Title Screen

To play for the first time, select "New Game."

Sound Select Screen

Customize the Sound Settings with either "Surround," "Stereo" or "Monaural." Select any setting to match the television set you are using or the Sound setup you currently have.

Select Vibration Screen

If you are using a Dual Shock™ Analog Controller, set the controller vibration function to ON.

Hero Select Screen

Select either Claude or Rena as the main character. The story will play out differently depending on the main character you have selected.

Name Selection

You may change the name of the main character.

Battle Mode Screen

Customize the Battle Mode Setting with either "Standard," "Semi-Active" or "Full-Active."

(Please see p. 14 for details about the differences among the three modes.)

Saving and Restarting the Game

Saving the Game

Insert Memory Card(s) (sold separately) into the PlayStation game console. Important: Do not remove a Memory Card while saving or loading games: doing so could damage the game data.

To save the game in progress, select "Data" from the "Camp" screen (please see p. 26 for details). Then select "Save" from the "Data" menu. You will then be asked to select a Memory Card Slot and a Save File. After doing so, the game will save your current data. Saving the game requires one free block of a Memory Card. Note that you can only save your game at the designated "Save Points" (see the figure above) in dungeons and anywhere in the field.

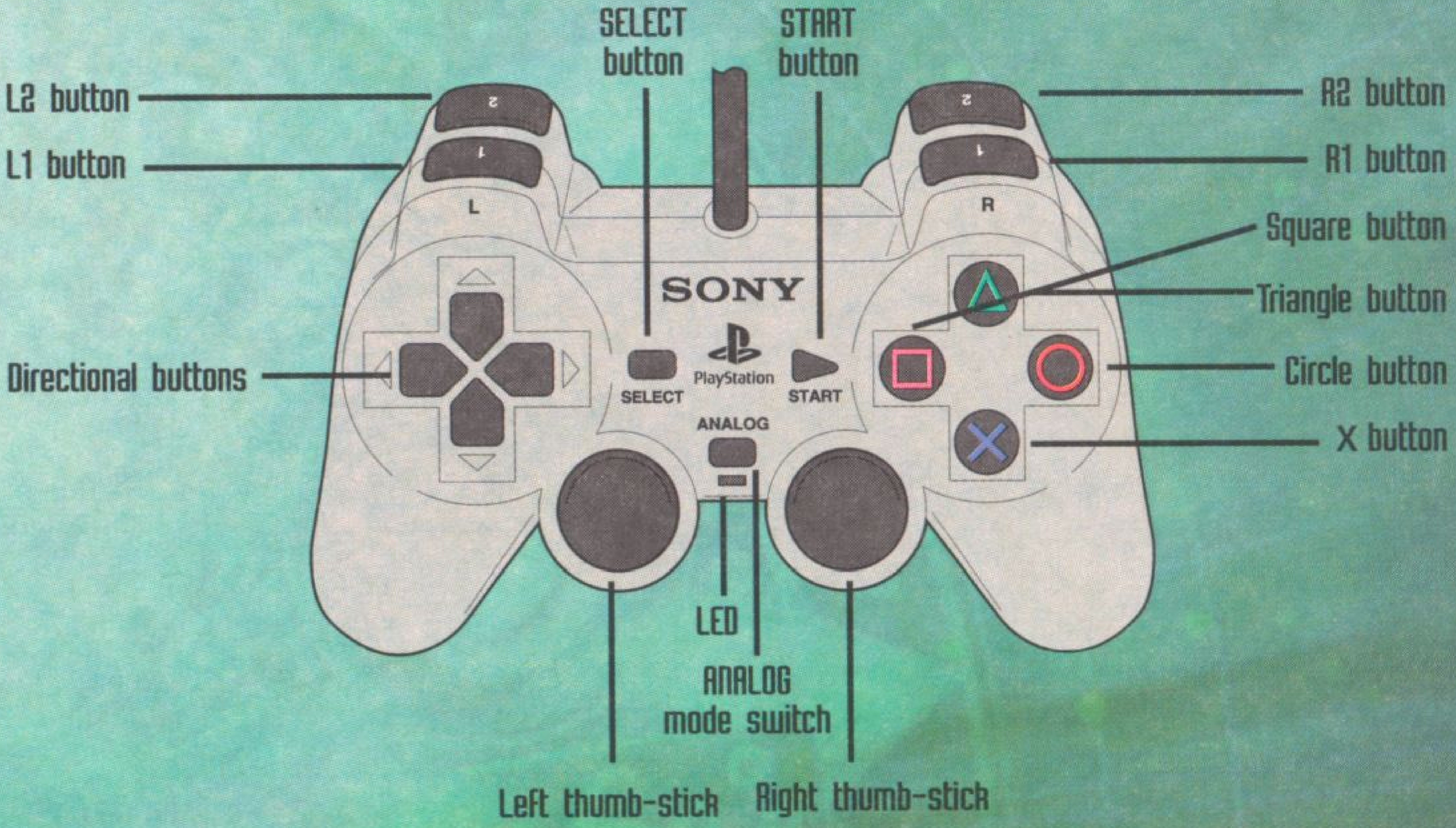
Restarting the Game

To continue a game that you have saved previously, select "Continue" from the Title Screen. Select the Save File you want to load and then press the x button.

Basic Controls

The Controller buttons do different things depending on the game screens. The operations for the "Field," "Towns/Dungeons," "Battle" and "Camp" screens will be described separately. The Controller buttons can be customized using the "Options" menu on the "Camp" screen, the operation of the buttons in their initial states are described on the next two pages.

Dual Shock™ Analog Controller



Field

Directional buttons	Move your character.
R1 button	Moves the Camera clockwise.
R2 button	Not used.
L1 button	Moves the Camera counter-clockwise.
L2 button	Not used.
SELECT button	Not used.
START button	Toggle world map ON/OFF.
X button	Use to read signs.
Circle button	Hold this button down together with the Directional buttons to run.
Triangle button	Displays the "Camp" screen.
Square button	Initiates a Private Action (This option is only available outside towns. In certain situations, this option is not available.)

Town/Dungeons

Directional buttons	Move your character.
R1 button/R2 button	Not used.
L1 button/L2 button	Not used.
SELECT button	Not used.
START button	Not used.
X button	Use to talk to people or open treasure chests.
Circle button	Hold this button down together with the Directional buttons to run.
Triangle button	Displays the "Camp" screen.
Square button	Use near people to attempt to use the Pickpocket specialty. Note: This specialty is only available when you have the Bandit's Glove equipped.

Combat

Directional buttons	Use to select commands and move your character (Directional button + Square button to move character except when the Battle Mode setting is set on Full Active Mode).
R1 button	Uses the Killer Move assigned to the R1 button.
R2 button	Toggles between Auto and Manual Combat.
L1 button	Uses the Killer Move assigned to the L1 button.
L2 button	Toggles the character selection.
SELECT button	Performs the Provocation action (once the "Provocation" skill has been learned).
START button	Not used.
X button	Use in conjunction with the Directional buttons to target and attack enemies (only when the targeting mode is not set to Auto).
Circle button	Cancels a command or changes the character to be given a command.
Triangle button	Displays the circle commands.
Square button	Used in conjunction with the Directional buttons to move the character, except when the Battle Mode is set to Full Active Mode.

Camp

Directional buttons	Moves the cursor.
R1 button	Selects the next page.
R2 button	Toggles between characters on the "Specialty," "Equipment," "Skill" or "Status" menu.
L1 button	Selects the previous page.
L2 button	Toggles between characters on the "Specialty," "Equipment," "Skill" or "Status" menu.
SELECT/START button	Not used.
X button	Select a menu.
Circle button	Exits to the previous screen.
Triangle button	Displays submenus.
Square button	Toggles between Item description screens in the "Items" and "Equipment" menus.

In an endless sea of stars, at the edge of the universe, a single fateful encounter is about to take place. For the gods have set forth on a quest to destroy the universe. And a deadly meteorite, which they hurled into the vastness of space, has collided with an unsuspecting planet, Expel - putting the wheels of fate in motion. Now, two people are about to cross paths, and their meeting will force them to endure both the gods and their devilish advisors.

Episode 1

After attaining the rank of Ensign in the Earth Federation, Claude C. Kenni is given his first assignment. When a mysterious energy field is found on the planet of Milocinia, a survey party is dispatched to investigate. As an escort, Claude boards the starship of his father, Ronixis J. Kenni, and heads toward Milocinia. Upon landing on Milocinia, Claude and the rest of the party discover a gigantic dome-shaped building on the desolate land.

The interior of the dome appears to have been devastated by enormous explosions. All that remains inside are pieces of broken equipment and, in the center of the room, a mysterious looking machine. While Ronixis and the rest of the survey team cautiously attempt to examine the object from a distance, Claude becomes impatient. "Just quaking in our boots is getting us nowhere," he thinks. Brashly ignoring his father's warnings, he approaches the object. Suddenly, and without warning, a powerful force takes hold of Claude. A blinding flash fills the room, and when it subsides, Claude is nowhere to be found.

Episode 2

The planet Expel is a lush green world with abundant natural beauty. However, three months ago, after a meteorite crashed to the surface, monsters began to appear and word of strange happenings spread across the land. The people began to regard the meteorite as an omen of disaster, and dubbed it "the Sorcery Globe."

At this time, a young girl from the village Arlia, named Rena, decides to visit the Shingo Forest, which is some distance from her home. Although her mother tries to stop her—warning of the appearance of monsters and other strange happenings since the arrival of the Sorcery Globe—Rena insists on going into the forest alone.

The Map Screen

You can do different things in the "Towns/Dungeons" and "Field" settings.

In the Field

In the fields outside of town, you will find plains, hills, mountains, seashores and a wide range of landscapes. You may find it convenient to follow paths that lead from town to town. But if you become lost, you can press the START button to display the world map; to see an enlarged version of the map, press the START button again.

In Town

In town, you will encounter all kinds of people. You can learn valuable information by talking to them (by pressing the X button near them). You will also find various buildings, where you can go shopping or rest up.

Buildings in the Towns

Inns

Rest for one night to recover your HP and MP values. You will need to pay for your room. (Although rest will cure the inability to fight, it will do nothing for status abnormalities. see p. 19)

Bars and Cafes

Here you will find customers and other members of your party (during Private Actions). Talk to them to get information.

Weapons and Armor Stores

Here you can buy Weapons, Armor, and Accessories. You should get the best weaponry available.

Restaurants

Here you can buy food. You can also talk to other customers to get information.

Skill Guilds

Each Skill Guild sells different types of skills. Each guild has three shopkeepers who will explain the skills.

Tool Stores

Here you can buy items that will be useful on your adventures. Be sure to drop by before going to the dungeons or elsewhere.

Shopping

To buy items first talk to the shopkeeper. Move the cursor to the item you want and use the Directional buttons to set the quantity of that item to buy, then press the X button. When you are asked "Settle accounts?" answer "Yes." Note that you can buy multiple items at once.

To sell items, a list of the items you currently have will be displayed. Move the cursor to the item you wish to sell and use the Directional buttons to set the quantity, and then press the X button to confirm.

Talk to the shopkeeper.

Select items from the list.

Battle

The Battle Screen

If you encounter an enemy in the field, you will enter combat. There are various systems related to combat. When you enter combat, the screen below will appear.

Character information window

The HP and MP status of the characters participating in combat are displayed at the top left of the screen. At the right side of the screen, the hourglass icon changes from blue to red once anyone, including an enemy, has cast a spell. At this point, no commands can be entered. The square next to the hourglass indicates whether or not items can be used. Unless the square says "OK," items cannot be used even if the Circle Commands are displayed.

The Three Battle Modes

Standard

This mode is for players who prefer traditional turn-based combat or for beginning RPG players.

* Character movement: Hold down the Square button while pressing the Directional buttons.
* Targeting mode: Initially set to Manual. This can be changed using "Options" from the "Camp" screen.

Semi-Active

This mode is for intermediate players and for those who want a certain amount of freedom in movement. It is recommended that you get used to combat when playing in this mode.

* Character movement: Hold down the Square button while pressing the Directional buttons.
* Targeting mode: Initially set to Semi-Auto. This can be changed using "Options" from the "Camp" screen.

Full Active

This mode is for experienced players who want an even higher degree of freedom in movement. Selecting this mode allows you to move freely over the battlefield.
One character could move away from the others and act as a decoy or try to guard a member of your party who is casting a spell. This gives you much more variety in your combat tactics.

* Character movement: Directional buttons.
* Targeting mode: Initially set to Auto. This can be changed using "Options" from the "Camp" screen.

Note: Once set, the battle mode setting cannot be changed during combat.

Things You Can Do in Battle

You can perform any of the various actions listed below in battle.
Each of these actions will be described later.

- Use normal attacks
- Use specialty attacks
- Use item (ITEM)
- Escape from combat (ESCAPE)
- Direct the combat tactics of the members of your party (TACTICS)
- Use spells (HERALDRY MAGIC)

Ambushed!

A battle normally starts with the player on the right side of the screen and the enemy on the left, both sides facing each other. However, players may sometimes be attacked in more disadvantageous formations.

Rear attack

The player's side is positioned on the left side. Those in the rear of the player's party face the brunt of the attack.

Raid

The enemies suddenly appear together above the heads of the characters in your party.

Surround attack

This battle starts with your party surrounded by enemies on four sides.
Battles like this can be dangerous for all players. Be careful.

Circle Commands

Pressing the Triangle button during combat will display four icons in a circle above the head of the character. These are the Circle Commands from which you can select.

Selecting a Circle Command

Use the Directional buttons to rotate the Circle Commands left and right. Select an icon and press the x button to execute that command.

Using the Circle Commands

ITEM
Select this command to use items that restore health, treat status abnormalities, or cause damage to enemies.

HERALDRY MAGIC
Select this command to use spells. This command cannot be selected for characters who cannot use spells or for characters whose MP value is too low.

TACTICS
Select this command to set the basic combat tactics to be used by the members of your party.

ESCAPE
Select this command to escape from combat. Be aware that escaping does expose you to danger, such as being attacked from behind. Also, you may not be able to escape from some bosses or other combat situations.

Selecting the Character to Give Commands to

At the start, you can move the character at the front of the party. In battle, the player controls the movements of one character while the remaining characters are controlled by artificial intelligence (AI). At the start of combat, the player controls the movement of the character at the front of the party.

To change characters, press the Circle button

To select a character to control, press the Circle button. A cursor will then appear above the head of the character you are currently controlling, and you can use the Directional buttons to move the cursor to the character you want to control. Press the Circle button again to control selected character.

Status Abnormalities

You may encounter enemies who, rather than inflict ordinary damage, use poison or other special attacks to cause status abnormalities. Be very careful with enemies who possess such abilities, because status abnormalities do not subside after battle. Characters with status abnormalities cannot be brought back to normal without specific items or spells.

POISONED

If you do nothing for a poisoned character, the HP of that character will continue to drop, and eventually that character will die.

TURNED TO STONE

A character whose body has been turned to stone can no longer move their body. They cannot do anything in combat. If all of the characters are turned to stone, the game is over.

PARALYZED

When a character's body has been temporarily paralyzed in combat, they cannot do anything. If all of the characters are paralyzed at the same time, the game is over.

FAINT

A character whose HP drops to 0 in combat will fall over and be unable to do anything. If all of the characters have fallen faint, the game is over.

Avoiding Unnecessary Fights

If you feel that engaging in combat is not to your advantage, it is important that you escape without hesitation. In this case, display the Circle Commands and select "ESCAPE." Note that escaping from the midst of combat is very dangerous, as you may be attacked from behind. Don't over-extend yourself. Escape immediately upon seeing an enemy that you may not be able to defeat.

Normal Attacks/Killer Moves

The basic moves in combat are Normal Attacks. Although these may be somewhat low in power, there is no limit on how many times they can be used. While Killer Moves can no longer be used when you run out of MP, they are quite powerful.

Press the x button to launch a normal attack

Pressing the x button once displays a cursor on the enemy. Use the left and right Directional buttons to move this mark to the enemy you wish to attack. Then press the x button again to attack the targeted enemy.

Press the L1 or R1 button to use Killer Moves

Press the L1 or R1 button to attack an enemy with Killer Moves. Killer Moves cannot be used unless you have sufficient MP. In addition, you cannot use them unless you have set them up on the "Camp" screen.

What is a Link Combo?

A "Link Combo" is a way to combine powerful Killer Moves in quick succession to really pummel an enemy. The exact combination of Killer Moves is left up to the player, so you can create your own individual combo moves. However, in order to do this you must first obtain the "Link Combo" item.

Spells

Attack Spells

These spells directly inflict damage on the enemy. There are two types of spells: those that inflict damage on an individual enemy, and those that cause damage to all enemies. Spells cannot be used if you run out of MP.

Recovery Spells

These spells can cure status abnormalities or heal damage caused to members of your party. There are also spells that can block enemy spells or halt enemy movement.

Spells Usable by Each Character

The two Heraldry users, Rena and Celine, are active early in the game.

Rena:

Most of her spells are recovery spells, so she should use the spells "Heal" and "Curing Light" most often. She also can use "Antidote" to cure poisoning, so she is a powerful ally in fighting status abnormalities.

Celine:

Celine's repertoire is heavy on attack spells. As she goes up in levels, she will be able to cast the "Ray" and "Starlight" spells. Once she is able to use these spells, she may lead your attacks.

End of Battle

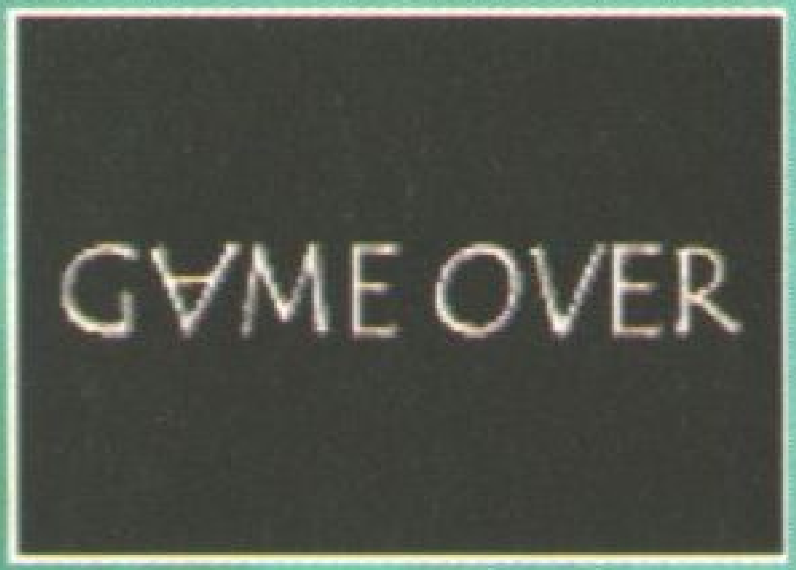
Get Experience Points and Money (Fols)

If you have defeated all enemies and are victorious in battle, you get experience points and money (Fols). The amount of each depends on the type of enemy.

Collect a Certain Number of Experience Points to Go up a Level

Once a character acquires a certain number of experience points, that character will go up a level and increase his or her abilities. It is also possible to learn new specialties and collect Skill Points (SP).

If Everyone Falls Faint... Game Over



Characters who are attacked by an enemy in battle and end up with a HP of zero fall faint, and can no longer participate in battle. If all of the characters fall faint, get turned to stone or are otherwise unable to fight, then the game is over. If this happens, you must try again, starting from the last saved game.

Effects of Going Up Levels

HP and MP are increased

The maximum values of the HP and MP of each character go up. The rate of growth is different for each character.

Get Skill Points (see p. 39)

You get Skill Points (SP) that are required in order to get skills.

Get New Specialties and Spells (see p. 40)

As they go up in levels, characters can get new specialties or spells.

Private Actions

In STAR OCEAN The Second Story, special mini-events involving a wide range of characters have been prepared in addition to the main adventures. These are called Private Actions.

Various Private Actions are prepared in each town. There are also one-time events that you will not see again as the story proceeds. Keep an eye out for these.

The Scenarios Change!

Private Actions may also affect the development of the main adventure.
Whether or not a certain action takes place may result in changes to subsequent developments. The more Private Actions you engage in, the more interesting and deep the story will become.

A Private Action begins with the members of your party spreading throughout the town.

Then, when you catch up to them, something may happen. It could be a simple conversation or it could be an important event that changes future developments.

Playing Private Actions

Try Pressing the Square Button at the Entrance to Town

Immediately before entering a town from the field, press the Square button when the "Private Action" text appears in the upper right corner of the screen.

Look for Your Friends and Try Talking to Them

Where have your friends gone? Look for them and try talking to them. The Private Actions also change depending on which hero you have selected and how the story proceeds. So explore!

Examples of Private Actions

Here are a pair of screens as examples of Private Actions.

Each time you enter a private action, the lead character may change.

The player is faced with selections, and the events and scenarios may change depending on the selection made.

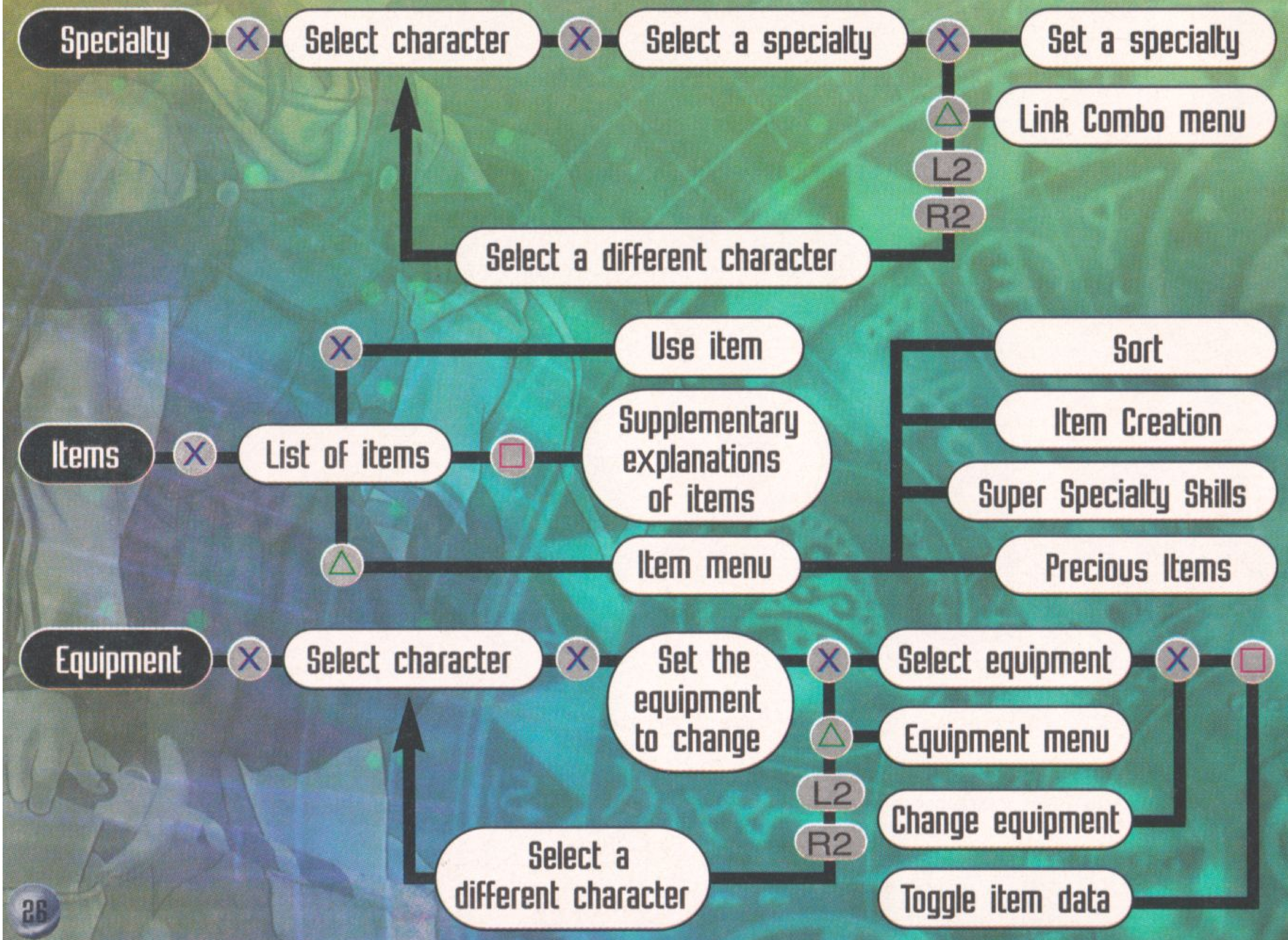
Emotional Levels affect endings

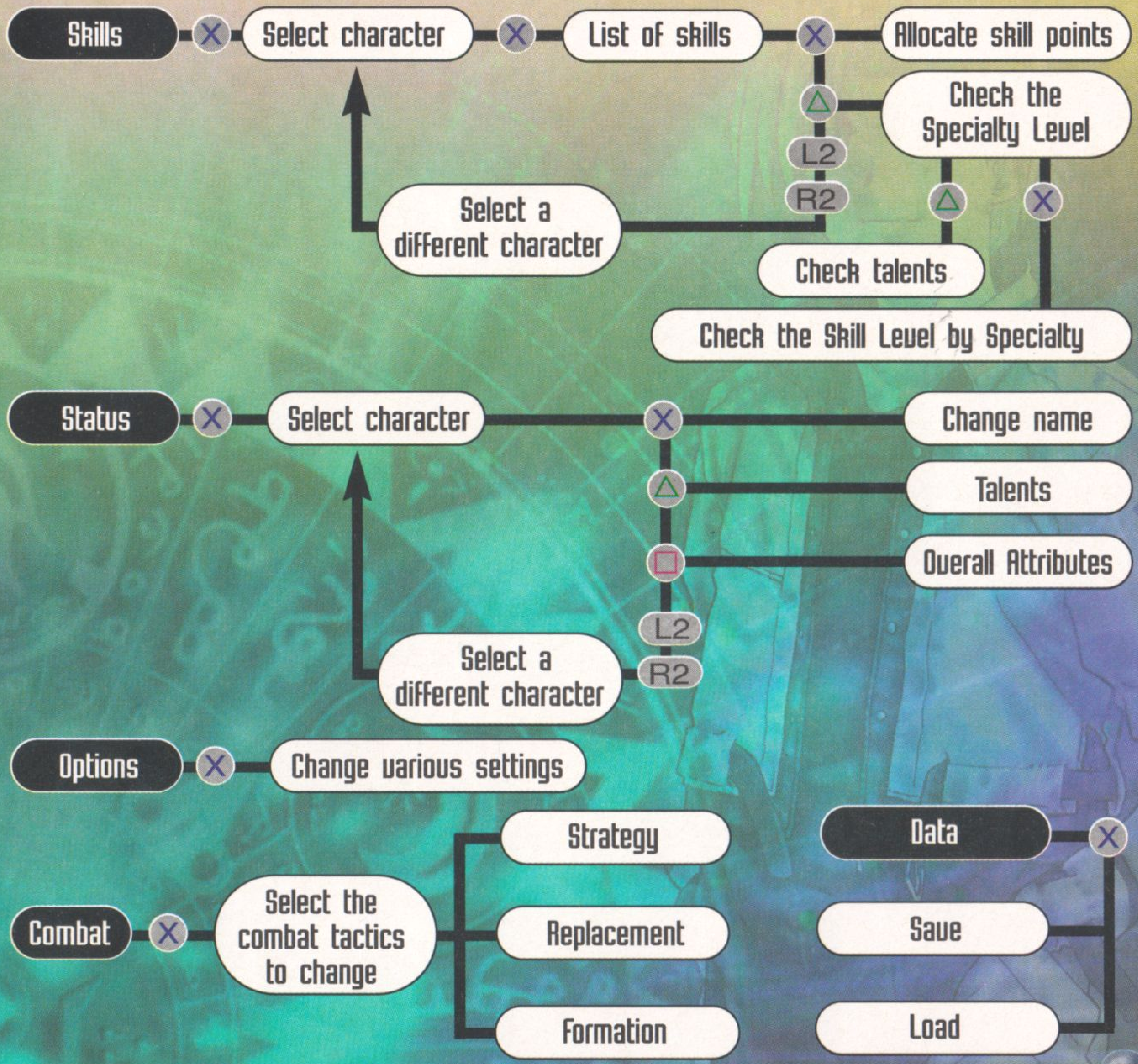
All of the characters have an Emotional Level with respect to the other characters. For example, seeing a particularly close friend fall in combat may cause an intense rage that results in stronger-than-usual attacks. If some characters achieve an especially close relationship, then the concluding episode, where the characters reminisce about their adventures, will change. The Private Actions contain many events related to this Emotional Level, so they may change the ending.

About Camp

Navigating Around the Camp Screen

If you encounter an enemy while walking around in the field, you will enter combat. Here we will describe various systems related to combat on the "Camp" screen.



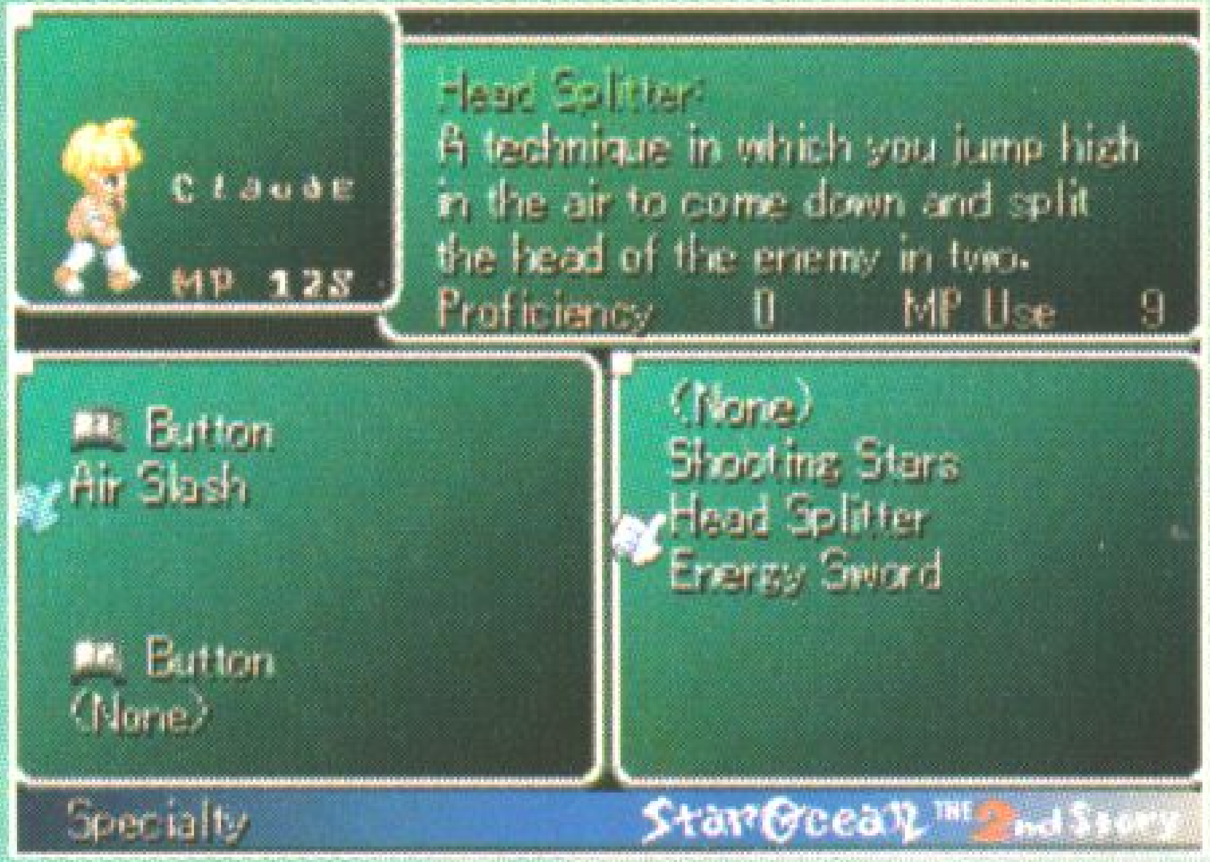

Skills
X
Select character
X
List of skills
X
Allocate skill points
△
Check the Specialty Level
L2
R2
Select a different character
△
X
Check talents
Check the Skill Level by Specialty
Status
X
Select character
X
Change name
△
Talents
□
Overall Attributes
L2
R2
Select a different character
Options
X
Change various settings
Combat
X
Select the combat tactics to change
Strategy
Replacement
Formation
Data
X
Save
Load

Speciality

Killer Moves

Once you have learned a Killer Move, select this command to assign the move to the L1 or R1 button. You cannot use the Killer Move in combat unless you have selected it here.

Register Killer Moves as Follows



1. From the "Camp" screen, select the "Specialty" icon.
2. The cursor will move to a character, so use the Directional buttons to select the character to register a Killer Move for and press the X button.
3. Use the Directional buttons to select the button to allocate a Killer Move and press the X button. You can also now use the R2 and L2 buttons to change the character.
4. A list of the available Killer Moves that the character has learned will appear, so among these select the Killer Move you wish to register and then press the X button.

Killer Moves and their Range

Some of the Killer Moves have different attacks depending on the distance from the enemy. In some cases, the range over which attacking is possible may change, so be sure to check which type of attack is performed at different intervals from the enemy.

Items

Select this command to display a list of the items that have been acquired. The items marked by a "○" are those that can currently be used, while "X" indicates items that cannot currently be used and "E" indicates equipment items.

Items are used as follows:

1 Use the Directional buttons to select an item.
2 Press the X button and use the cursor to select the character to use the item.

Note: Press the Square button here to see a supplementary explanation of the item. In addition, you can press the Triangle button to open the "Item" menu and check into "Sort," "Item Creation," "Super Specialties" or "Precious Items." Press the Circle button to go back to the previous screen. You can also equip characters from this screen.

Selecting these icons will categorize your inventory screen

ICON	DESCRIPTION	ICON	DESCRIPTION
"New":	Sorts newest items first	Crossing Swords:	Sorts battle items first
"A":	Sorts items alphabetically	Sword:	Sorts weapons first
Shield:	Sorts armor first	Ring:	Sorts accessories first
Dollar sign:	Sorts by most expensive item	Potion:	Sorts healing items first

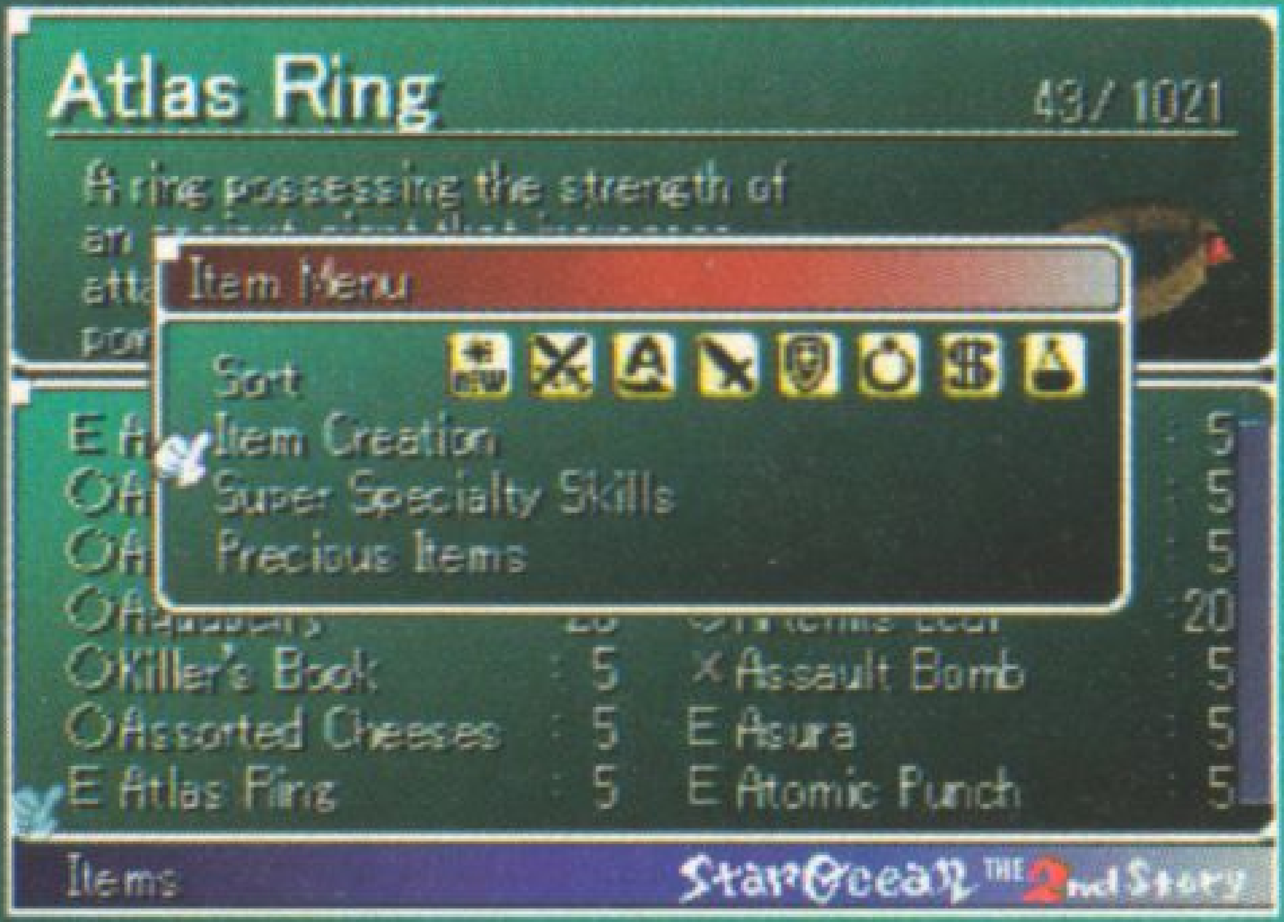
Super Specialties

These are specialties created by the members of your party working together as a team. Under certain conditions, multiple characters can cooperatively combine their different specialties to create a super specialty. The skill levels required for specialties determine the outcome, so try different combinations.

Item Creation

Create Many Different Items with Item Creation

Item Creation is a system that allows the player to use specific materials to create new items. Item Creation can be used to create weapons or recovery items, or to work minerals to transform them into valuable items. A wide range of effects are possible. It is also possible to create special items that cannot normally be obtained. The specialty level, skill level and talents of the character who has learned the specialty all affect your success at Item Creation.



What is Needed for Item Creation?

In order to create items, the following things are necessary.

1 A specialty: "Compounding," "Cooking," "Alchemy," "Metalwork" etc.
2 An item in one of the categories of "Cooking Ingredients" or "Materials" which serves as the raw material "Seafood," "Grains," "Gold," "Crystal" etc.

Specialties are learned by allocating the Skill Points (SP) obtained by going up levels. (For details, see p. 39.) The raw materials are obtained by purchasing them at stores, opening treasure chests, or by defeating enemies in battle.

How to Create Items

Once you have the required specialty and raw materials, you can create items as follows.

1 On the "Camp" screen, select "Items."
2 On the screen showing a list of the items you have, press the Triangle button to open the "Item" menu.
3 Select "Item Creation" and select the specialty to use.
4 Select the raw material to be used.
5 This will cause some kind of item to be created. The results might be completely unexpected, so try lots of different things. The specialty level, skill level and talents of the character who has learned the specialty all affect your success at Item Creation.

Equipment

This command is used to equip characters with items that you may have acquired in your adventures.

Equipment is changed as follows:

1 From the "Camp" screen, select the "Equipment" icon.

2 The cursor will move to one of the characters, so use the Directional buttons to select the character to be equipped and then press the x button.

3 Use the Directional buttons to select the equipment item to be changed. You can also press the L2 and R2 buttons to change the character. In addition, you can press the Triangle button to open the "Equipment" menu and adjust the settings of "Use Most Powerful Equipment" and "Equipment Wizard" ON/OFF.

4 A list of substitute items will be displayed. Select an item and press the x button. If you press the Square button here, you can see the properties of the equipment and equipment data such as its attack strength and defensive strength. Press the Circle button anywhere to return to the previous screen.

Equipment Wizard

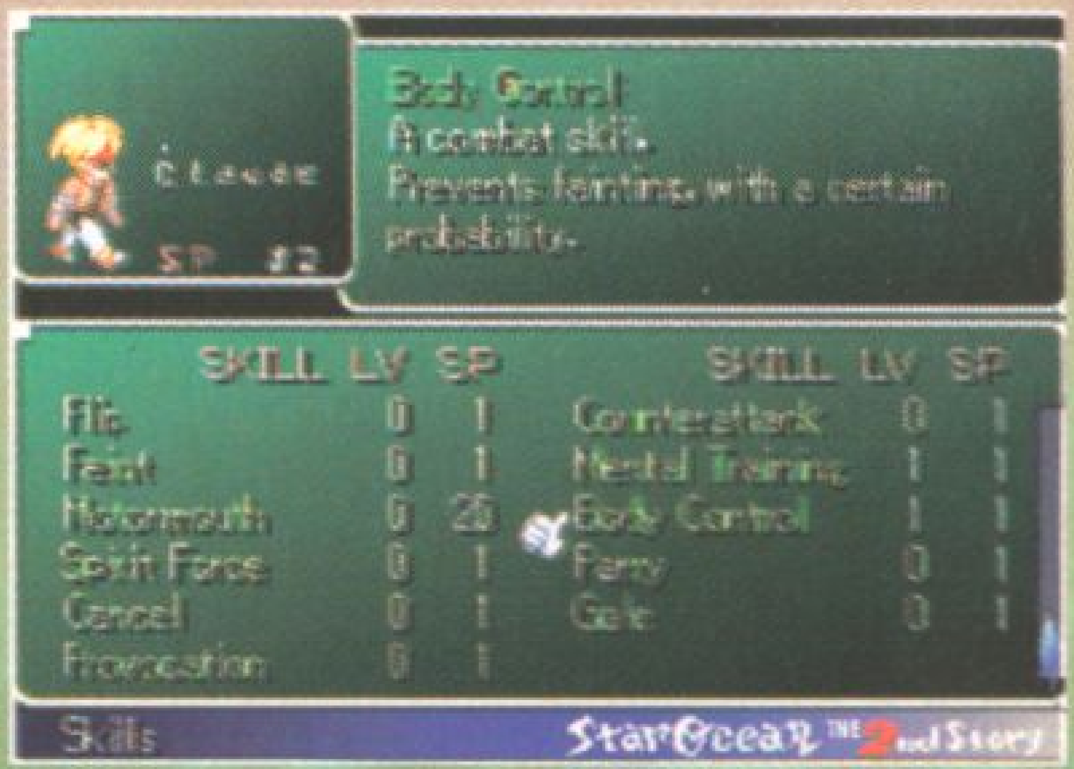
The Equipment Wizard updates a character's equipment instantly when new weapons or armor are obtained. If you set the Equipment Wizard to ON, there is no need to go into Camp every time you obtain an item.

Setting Up Equipment Wizard

1 From the "Camp" screen, open "Equipment." On the equipment selection screen, press the Triangle button to open the "Equipment" menu. Here you can change the Equipment Wizard settings.

2 Change any desired settings on the "Equipment" menu.

Skills



With this command you can display a list of skills that each character has acquired. This also lets you improve your skills.

This is done as follows:

1 From the "Camp" screen, select the "Skills" icon.
2 The cursor will move to one of the characters. Use the Directional buttons to select the character to view and then press the x button.
3 A list of skills learned by that character is displayed. From here you are able to do various things.

Improve Your Skills

Move the cursor to the skill you wish to improve and press the x button. (However, you must have sufficient SP.)

View the Specialty Levels

On the "Skill" screen press the Triangle button to see the number of skills required to learn a speciality and the number of skills currently acquired.
If you have already acquired a speciality, you can also press the Triangle button here to display the "Skill Levels by Speciality." By pressing the Triangle button you can view the "Talents" of each character.

Changing the Character

You can press the R2 and L2 buttons to change the character. Note: You can press the Circle button at any time to return to the previous screen.

Status

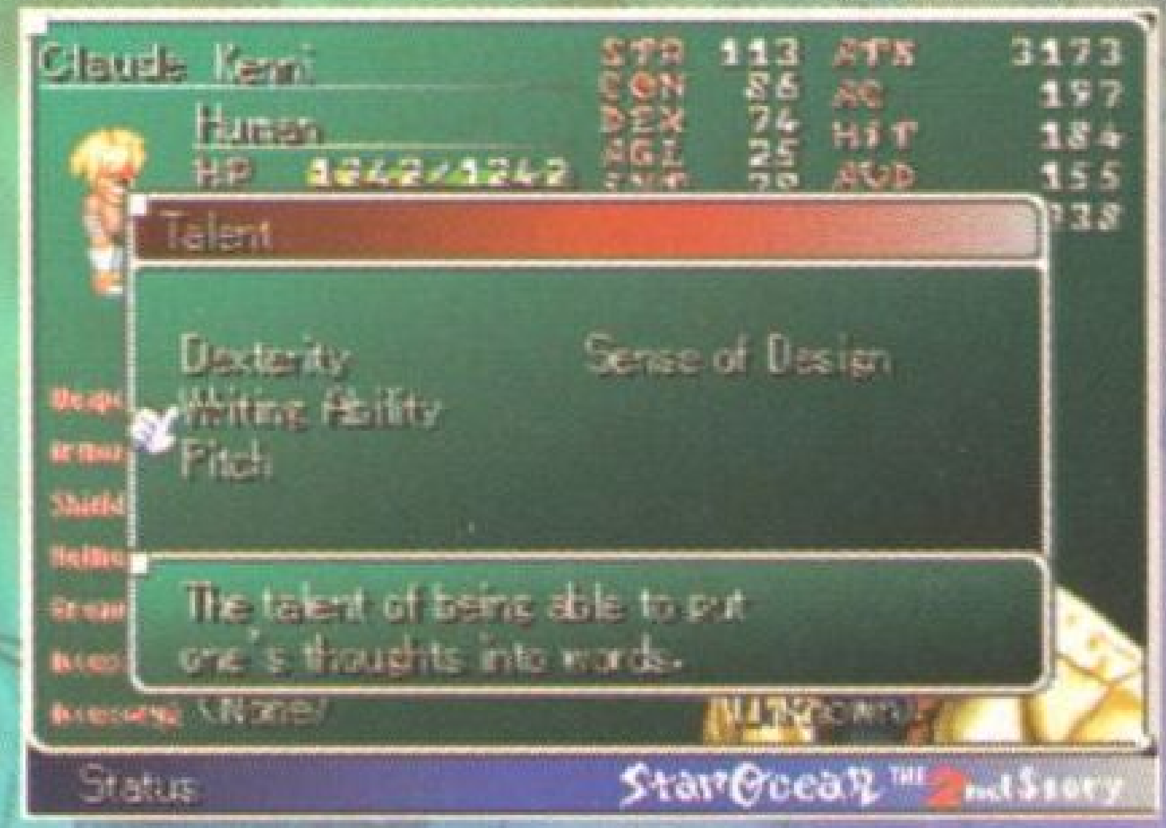
By selecting this command you can determine the current abilities of each character.

This is done as follows:

1 From the "Camp" screen, select the "Status" icon.

2 The cursor will move to one of the characters, so use the Directional buttons to select the character to view and then press the x button.

3 Status information for that character is displayed. From here you are able to do various things.



Check on Talents

Press the Triangle button to display a list of talents.

Change the Character's Name

You can press the x button to change the character's name. Note that only on this screen, if you press the Circle button here, you will "delete one letter."
As in the case of the initial name input screen, if you wish to return from the name change screen, move the cursor to "Return."

Changing the Character

You can press the R2 and L2 buttons to change the character.
Note: You can press the Circle button anywhere to return to the previous screen.

Relationship Between Talents and Specialties

Talents include "Originality," "Sense of Design," "Sense of Rhythm" etc., and they indicate the natural abilities of the character. These talents affect specialties. For example, if someone has a "Sense of Design" then that character should be able to take advantage of that sense and be good at Item Creation. Some Talents can even be learned through Item Creation.

Options

This command lets you change the functions of each button, change the Targeting Mode and customize various settings for the playing environment such as the Message Speed, Sound output and the like. If you move the cursor further down in this window, you can customize the controller buttons and change the vibration setting for the Dual Shock™ Analog Controller.

Combat

This command sets the basic tactics to be used in combat.
There are three types:

Strategy

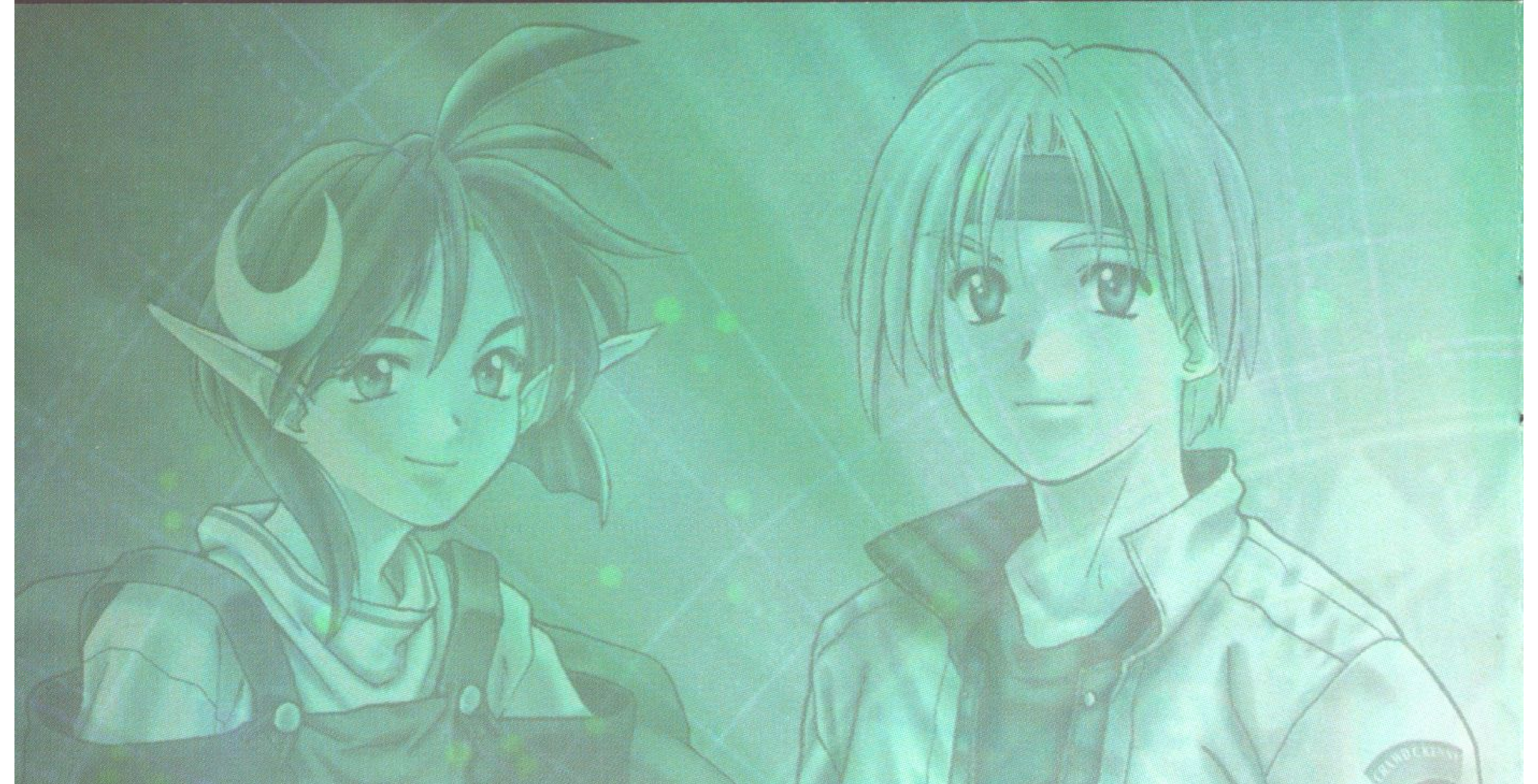
This sets the AI actions for each individual character. There are six different AI actions and these are slightly different for each character.

Replacement

Although there can be up to eight characters in your party, only four characters can participate in combat at the same time, so if you have five or more in your party, this command lets you select the characters to be used in combat. In addition, you can change the order of appearance of characters.

Formation

This sets the formation for your characters in combat. There are thirteen different formations, the choice of which may have a major effect on the development and success of a battle.



Data (Memory Card Info)

This command is used to save or load your game. Although you can load a saved game anytime during game play, you can save your game only in the field or at a designated save point.

Note : Please see p. 26 for more details.

What are Skills?

A Skill indicates a special ability that a character possesses. In this game, characters try to acquire as many skills as possible to expand the things that they are able to do.

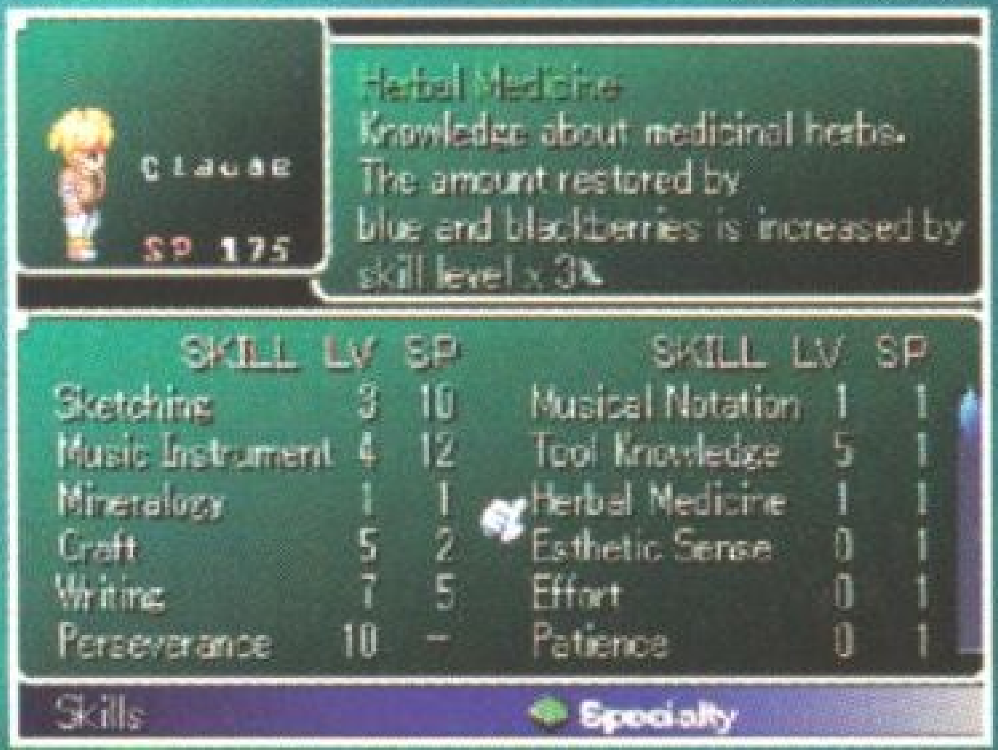
How to Learn Skills

A skill is acquired as follows:

1 Obtain a skill at a skill guild.
2 On the "Camp" screen, open "Skills" and display the Skill Point allocation screen.
3 Select the skill you wish to learn and allocate the Skill Points (SP) to learn the skill. SP are acquired a few at a time each time the character goes up a level. Once used, Skill Points cannot be recovered by any other method so be careful when you use them.

At each skill guild you will find three masters who will give you information. Listen carefully.

The available categories of skills include "Knowledge," "Sensibility," "Combat" as well as "Technique."



Before allocating the skill points, think carefully about the combination of skills and then allocate skills.

Relationship of Skills to Specialties

A character that acquires a certain combination of skills can learn a Specialty. Specialties include some that can inflict large amounts of damage in combat and others that range from the ability to identify unknown items to being able to create useful items from raw materials. These specialties can help make your adventures proceed even more smoothly.

How to Learn Specialties

A Specialty is acquired as follows.

- On the "Camp" screen, open "Skills" and display the Skill Point (SP) allocation screen.
- Press the Triangle button here to display the "Specialty Level" screen. This screen shows how many of the skills are required to learn a specialty.
- However, you do not know which skill is related to which specialty. Only the number of skills required is displayed on the screen. As you allocate skill points to various skills, you will find that the star symbols next to the specialties will be gradually filled in with white. When all of the required star symbols are filled in, then that specialty will be learned.

Example: In the case of "Metalwork," there are three star symbols. When all of these star symbols are filled in by learning various skills, the specialty "Metalwork" can be learned.

Specialties Also Have Levels

Move the cursor to a specialty you have learned and press the x button to display the skills required for that specialty along with their skill levels. While specialties are certainly strong, they may fail if the level is still too low. Try raising the levels of related skills to increase the level of the specialty.

Types of Items

Items are vital for proceeding with your adventures. The following pages contain types of items that appear in the game and are organized by category. Be aware of the following with respect to items.

- You can carry only up to 20 of the same item at any one time.
- Weapons and armor are only effective when a character is equipped with them. Just carrying them around has no effect.
- Each character can be equipped with different weapons and armor, so be careful.
- In addition to the items introduced here, you will find special items that may be necessary to complete each quest. These are called "Precious Items" and you can list them from the "Item" menu from the "Camp" screen.

Types of Items cont'd...

Weapons

These are weapons owned by characters. The weapon may change the character's attack strength.

Greaves

Greaves are pieces of armor that protect the character's legs.

Herbs

Herbs are the fruit of special plants that are mainly effective in restoring the HP and MP lost in combat or repairing status abnormalities.

Helmets

Helmets are pieces of armor that protect the character's head.

Body Armor

This is armor that protects the character's body.

Shields

Shields are pieces of armor that a character holds in one hand.

Accessories

Accessories may have various effects when worn. Each character can wear up to two pieces of jewelry.

Medicine

Like herbs, medicine is used for recovery. Medicine can be more effective at recovery than herbs and can be created by Item Creation.

Attack Items

Bombs and other items can cause damage to enemies when used in combat.

Food

Eating food can have such effects as restoring HP and the like. Each character has a favorite food, which restores their HP more than normal.

Pet Food

This item becomes necessary for a certain specialty.

Raw Materials

Gold, silver, iron and other minerals serve as the materials for creating weapons, armor etc. using Item Creation.

Musical Instruments

With certain specialties, you will be able to play these instruments. Playing music may have special effects such as reducing the chances of monsters appearing or, conversely, attracting enemies.

Portraits, etc.

These items are a little special. Who knows? Something good might happen if you collect them.

Cooking Ingredients

These serve as the raw materials for item creation. Be careful, as they cannot be used as recovery items unless they are cooked.

Books

You will find various books, but each is used differently so use them well.

Introduction of Characters

In this game, different characters may join your party depending on how the story develops. There are many characters other than those introduced here. Seek them out.

▪Claude C. Kenni▪

One of the main characters of this game, Claude is a newly commissioned Ensign of the Earth Federation, and the eldest son of the hero, Ronixis J. Kenni. Although Claude does have respect for his father, he is struggling to forge his own identity. He is noted for his frizzy blond hair and an impish gleam in his eyes.

- Sex: Male
- Age: 19
- Birthday: January 23/Sign: Aquarius
- Height: 175 cm(5'9")/Weight: 68 kg(150lb.)
- Good at: Being late, troublemaking.
- Likes: Food (all kinds), computer games.
- Dislikes: The profession of Federation officer.

▪Rena Lanford▪

The other main character of this game, Rena comes from a village called Arlia at the southern tip of Cross, on the planet Expel. She has a vivid imagination and can be quite a dreamer. But in times of crisis, she is able to focus on the task at hand and face the enemy.

- Sex: Female
- Age: 17
- Birthday: May 13
  (when converted to Earth reckoning)
- Height: 161 cm(5'3")/Weight: 45 kg(100lb.)
- Good at: Home cooking, healing powers, jujitsu.
- Likes: The Shingo Forest, things that are cute.
- Dislikes: Things that are not cute.
- Favorite type of guy: Guys who are fun to be around and guys who make her feel safe.

•Celine Jules•

A sexy, beautiful sorceress, Celine is shrewd and calculating. She makes her living as a treasure hunter. As of late, being deeply immersed in her work, she secretly fears she won't be able to find a boyfriend.

- Sex: Female
- Age: 23
- Birthday: September 18
  (when converted to Earth reckoning)
- Height: 167 cm(5'6")/Weight: 50 kg(110lb.)
- Good at: Treasure hunting, Heraldry Arts.
- Likes: Beautiful jewels, fashionable clothing, expensive cosmetics.
- Dislikes: Selfish women, effeminate men.
- Favorite type of guy: Big, brawny guys, guys who you can depend on.

▪Ashton Anchors▪

Ashton is a handsome, serious-minded fighter. Unfortunately, he is just about the unluckiest man alive. How unlucky? Well, currently he's possessed by a slapstick comic duo of demon dragons.

- Sex: Male
- Age: 20
- Birthday: September 28 (when converted to Earth reckoning)
- Height: 180 cm(5'11")/Weight: 80 kg(175lb.)
- Good at: Sewing, Heraldic Fencing (a combination of Heraldry and fencing).
- Likes: Good luck charms (since becoming possessed).
- Dislikes: Lotteries, fortunetelling, becoming possessed even further.
- Favorite type of girl: Nice and tidy, with pure thoughts.

▪Opera Vectra▪

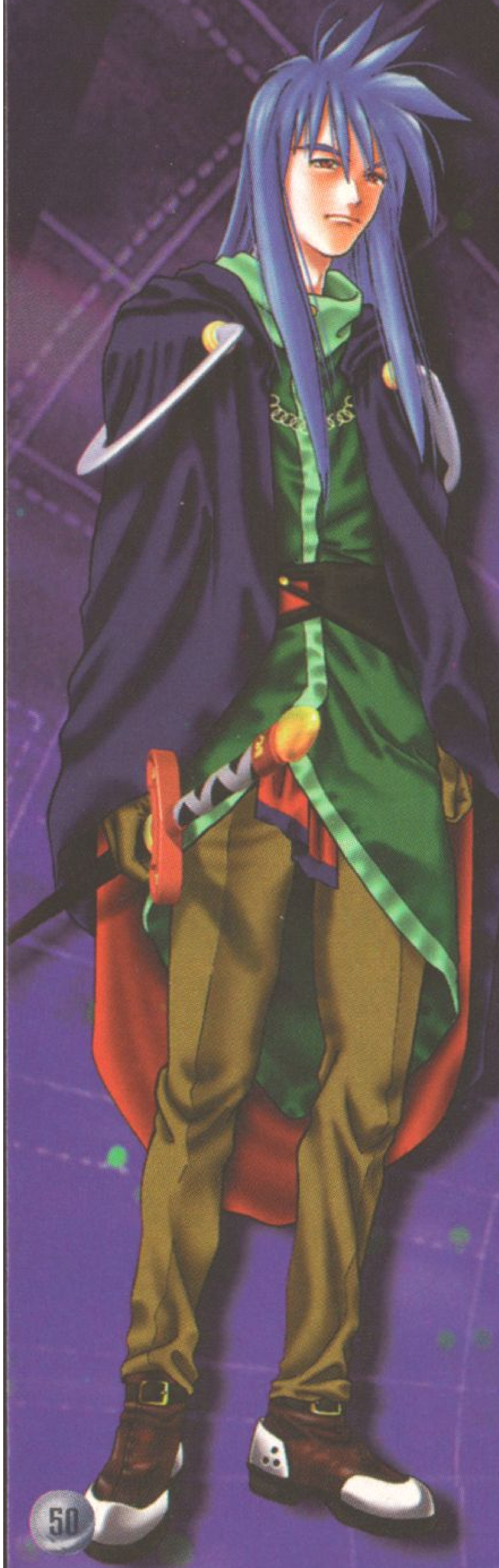
The eldest daughter of an aristocratic family on an advanced planet, Opera is currently traveling through space in pursuit of the man she loves. She excels at operating machinery. And her main weapon is a special rifle that works on the same principles as Heraldry. She belongs to the alien race called the Tetragenes (note the third eye in the middle of her forehead).

- Sex: Female
- Age: 23
- Birthday: August 24
  (when converted to Earth reckoning)
- Height: 160 cm(5'3")/Weight: 50kg(110lb.)
- Good at: Handling projectile weapons (especially guns and firearms) and repairing and operating vehicles.
- Likes: Adventure and shopping.
- Dislikes: Compromise, macho men.
- Favorite type of guy: Intelligent, cool and sexy.

▪Bowman Jean▪

Bowman is a pharmacologist with an academic bent who is passionate about his interests but little else. He appears somewhat weak and frail, but his muscles are well toned. In combat, he is able to defeat his opponents with his graceful moves.

- Sex: Male
- Age: 27
- Birthday: December 30 (when converted to Earth reckoning)
- Height: 175 cm(5'9")/Weight: 78kg(172lb.)
- Good at: Compounding, sports.
- Likes: Advanced herbal medicine.
- Dislikes: Incurable and/or fatal diseases.
- Favorite type of girl: "I guess I really should say my wife, huh?"



▪Dias Flac▪

Dias is tall, with long hair. His expressionless face is highlighted by his eyes, which sparkle with a cold light. He has perfected an original combat style which combines sword fighting and karate techniques.

- Sex: Male
- Age: 25
- Birthday: August 5
  (when converted to Earth reckoning)
- Height: 192 cm(6'4")/Weight: 82kg(180lb.)
- Good at: His own style of martial arts.
- Likes: Food, sleep.
- Dislikes: Bandits and robbers.
- Favorite type of girl: "..." (He's quite reticent, so we couldn't find out.)

Notes

Notes

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